ASH BARKER

LAST DAYS

ZOMBIE APOCALYPSE

SEASONS

OSPREY GAMES

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Bloomsbury Publishing Plc
PO Box 883, Oxford, OX1 9PL, UK
1385 Broadway, 5th Floor, New York, NY 10018, USA
E-mail: info@ospreygames.co.uk
www.ospreygames.co.uk

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ASH BARKER

Ash discovered miniatures in 1988 in the back of the classic Fighting Fantasy adventure books. These tiny, perfect worlds and their heroic inhabitants would capture his imagination for the next 30 years. Since 2001 he has worked in the wargames industry. In June 2015 he founded Guerrilla Miniature Games, a YouTube channel that specializes in bringing a spotlight to all miniature games, great and small.

ARTHUR ASA

Arthur Asa is an artist from Monterrey, Mexico. From an early age he displayed a disposition for art and story-telling, fueled by manga, motion pictures, and his teenage love for Dungeons and Dragons. When not illustrating Arthur enjoys MMA, cooking, music, and role-playing games. He really, really tries to enjoy comics and film. He doesn't enjoy wasting his time, at all.

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INTRODUCTION

The fall of civilization at the hands of the Living Dead has resulted in more ways to die than just being eaten or killed for what you have. Nature is reasserting its dominance over the world and amongst the new priorities that survivors require are the simple necessities of food, warmth, and staving off sickness.

To run a Campaign using the *Seasons* rules you will follow the story of your Groups over the course of a full year, surviving not just against each other but also against all the external factors that a world without power, running water, or health care has to offer. This book contains everything you need to run an enhanced campaign that also includes new Refuge perks, Characters, and a Record sheet that tracks additional conditions on your characters to challenge you as the Leader with even more decisions.

If resources are low; who will you feed? Whom can you clothe to keep warm and if someone becomes ill, what do you do about it? Unexpected weather can alter even the simplest of supply runs from a normal clash between Groups to a desperate battle between the Groups and Mother Nature herself.

BEGINNING THE CAMPAIGN

If you wish to use the rules from this book it is recommended you begin a fresh *Last Days* campaign. You could also declare you are going to begin using these rules at a certain point in an existing campaign but be clear with players about the structure that will be in place from then on.

The four seasons the Campaign will progress through are Spring, Summer, Fall, and Winter. When a Campaign begins you should randomly determine which Season the Groups begin in. The Campaign will progress through all four seasons in order, concluding once all four have occurred. The simplest way to do this is to roll a D4, D8, D12, or D20 (anything that lets you randomize 1–4 by being a multiple for 4). For example, 1 = Spring, 2 = Summer, 3 = Fall, 4 = Winter.

This book assumes the locale the Campaign takes place in has a relatively temperate climate with decidedly different seasons. If you want to replicate a more distinct or extreme environment, pick whichever seasons work best to replicate that locale and simply play an appropriate number of games in each season in the correct 'order'. You could even extend certain seasons by having them run multiple times concurrently or adjust the number of games etc.

For instance, if you wanted to replicate an arid environment you could simply have the Campaign run through 10 games of Summer and 2 games of Fall (in whatever order you choose). Modify it as you see fit. The 'Standard' way to play through the Campaign would be 12 games (3 per season) running from Spring, to Summer, to Fall, to Winter, and finally starting in whatever season you randomly determine or select.

Included at the back of this book is the new Roster Sheets which will track the current condition of the Characters in your Group. Each of these can affect the performance of your Characters and present an additional drain on your Group's resources as you battle other Groups for Supplies. Construct your Groups as normal, recording your Leader, Characters, and Refuge on their cards and again on the Group Roster.

The Campaign Sheet is used for all players to keep track of their 12 Encounters that will make up the story of their Group's year. Each player can keep their own Campaign Sheet to monitor their progress.

PLAYING A SEASONS CAMPAIGN

Seasons is primarily a book about getting together to play games. Having a narrative thread all though the experience of running a Campaign helps to tie it together and encourages players to see the experience through to the conclusion of the story. The goal in *Seasons* is to manage a group of Survivors of the zombie apocalypse through a year in their lives. It may not represent the formation of the Group or even its end, but it this timeline gives us a good picture of at least one chapter in the ever-evolving story of survival against the odds.

The goal of the Campaign is for the players to survive through twelve Encounters. It is recommended the campaign have an even number of players, but this isn't essential. The most important thing is that everyone plays at least ten games. If some players need to play an additional game each session (or 'month') then that is perfectly acceptable, but this should be kept to a single additional game if at all possible. The rewards of course will be extra supplies and experience, but the increased activity will mean more drain maintaining Condition on the Characters in the Group and of course increased chance of injury and post-game Zombie Attacks.

At the back of this book you will find a new sheet to track the progress of the Campaign.

The time between each Encounter should be considered to be roughly one month. This amount of time would be sufficient for Characters to recover from their minor or major wounds suffered in Encounters and for things like Building to take place, a Zombie Attack to occur, and all the other post-game incidents that form the action between each session of players getting together for a game.

After each Campaign Round the players should check the appropriate Month as complete on the Campaign Sheet.

SEASONS OF THE YEAR

Prior to the collapse of society from the plague that is the living dead, a large majority of people were living at a level their ancestors would have considered absolutely decadent. Food was readily available from local stores. Shelter was all around and built to a quality to insulate those living there from all but the most extreme weather conditions, and they were provided a constant flow of things like energy and natural gas.

All of that is gone. Structures still stand but without power their in-built technological advantages are all but useless. A warm and well insulated forced air furnace is nothing but a hunk of steel and larger structures which were airy and comfortable previously are now almost impossible to keep warm in the colder months. A small cabin with a cast iron stove and removable shutters can be kept cool in the summer months and warm all through the winter. What used to seem quaint and backwards is now sought after as the ideal location to survive.

Each Season will represent unique challenges to the Characters and their Groups and will affect their Condition. They also require additional resources to be expended. Most of these resources are produced by engaging in new post-game Jobs that are specific to the Season.

Every Character in a Group (whether convalescing from Injuries from the last Encounter or able-bodied) must have their Conditions managed. This includes any animals in the Group as well!

SPRING

March, April, and May are all Spring months. Groups must manage Hunger and Sickness during these months. In addition, roll 1D6 in March. On a roll of 1 they must also manage cold. Roll 1D6 in May. On a roll of 1 Groups must also manage Thirst.

SUMMER

June, July, and August are all Summer months. Groups must manage Hunger, Sickness, and Drought during these months.

FALL

September, October, and November are all Fall months. Groups must manage Hunger and Sickness during these months. In addition, roll 1D6 in September. On a roll of 1 the Groups must also manage Drought. Roll 1D6 in November. On a roll of 1 the Groups must also manage Cold.

WINTER

December, January, and February are all Winter months. Groups must manage Hunger, Cold, and Sickness during these months.

CHARACTER CONDITIONS

"TO LIVE IS TO SUFFER, TO SURVIVE IS TO FIND SOME MEANING IN THE SUFFERING"

NIETZSCHE

Each Character will have four new sections on the sheet to track their Condition. There are four aspects to track, each of which has two levels. Each level has its own unique effects on the Character.

When the first box is checked the character is considered to be *Suffering*. If both boxes are checked off the condition is *Critical*. Should they ever be at the worst level of any two Conditions (both boxes checked on each Condition) they will die! Remove that Character from your Group Roster sheet.

No Condition effects or combination thereof can every take a Characteristic below 1.

All Characters begin the Campaign healthy, with no Condition boxes checked.

HUNGER

This represents how well-fed a Character is. Calories-in versus calories-out is something we mostly don't think about in our day-to-day lives but when combined with the huge increase in manual labour required in living without our modern conveniences, it quickly becomes a concern. Whether or not a Character is stable or shedding weight and losing their health is a constant struggle and a priority every leader must consider at all times. This is the one Condition that must be managed in every Season of a campaign.

HUNGRY (SUFFERING)

The character feels weak and cannot expend a huge amount of energy without the possibility of passing out. If deployed into a mission when at this level they may not take Run actions and will count any items with the Heavy attribute as one level Higher (Heavy 1 becomes 2, etc).

STARVING (CRITICAL)

The Character is so weak from lack of food that they cannot do much more than hobble around the refuge and are nearly delirious. They cannot participate in Missions and count as a previous game casualty for the purposes of Zombie Attacks.

HEALTH

While the zombie plague may be something that the Survivors have avoided up until this point, there are literally millions of other germs out in the world waiting to infect them. Add to this millions of rotting bodies, some on the ground and some walking about, that can host communicable disease or simply contaminate a cut and the Characters will find themselves missing modern medicine. Health is another Condition that must be tracked year-round but becomes particularly relevant in Spring and Fall when changing weather and precipitation can unlock new sicknesses for the Group to contend with.

SICK (SUFFERING)

The common cold is typically nothing to worry about up until you are forced into close quarters and have no access to medicine. While the Character does not suffer any ill effects at the moment there is a chance that they will spread the sickness to another member of the Group. If deployed into a Mission roll 1D6 for each other character not currently suffering from being Sick at the end of the game. On 1, they also become sick as the time spent at close quarters (sharing a tent overnight while travelling, hiding in a room, etc.) makes them ill. When this is done roll 1D6 for each Character that is currently Sick. On a roll of 1 or 2 they become Bedridden.

BEDRIDDEN (CRITICAL)

Without basic treatment or rest the illness has taken full grip and the Character is raving with fever. They may not be deployed on a mission and will count as a previous game casualty until this condition is treated.

THIRST

Clean Water can be a massive issue during periods of extended drought or even extended flooding when contaminants become present in the water and it cannot be trusted to drink. Thirst must be managed typically during the Summer when the local water supplies can dry up due to drought or become contaminated due to the huge number of corpses around. Odd events during a Campaign can cause Thirst to need to be managed at other times.

THIRSTY (SUFFERING)

The Character can become feverish and distracted in the short term when suffering the minor effects of dehydration. If deployed into a mission or required to make a roll when at this level the Character suffers -1 to their Intelligence stat until they recover. In addition, any time the Character Runs when Thirsty roll 1D6. On the roll of a 1 they begin to feel dizzy and lose all remaining AP at the end of the run move and halve their CQC stat (rounded down) until the end of the turn.

DEHYDRATED (CRITICAL)

The Character is suffering from cramping, cracked and bleeding skin and gums, and descends into delirium. They cannot participate in Missions and count as a previous game casualty for the purposes of Zombie Attacks.

WARMTH

While shelter abounds in a world with 85% less people living in it, the ability to heat those buildings that a Group has taken Refuge in is something that most people would struggle to do without active power. Due to the natural gas lines and power grid no longer operating, the majority of newer buildings will become cold as tombs when winter arrives and temperatures drop below freezing. How large a Refuge is will also effect how quickly it devours resources to keep warm.

COLD (SUFFERING)

The cold enhances almost any injury and can make them dangerous while outside and exposed. Torn clothes and open wounds can quickly freeze and become even worse. It is also incredibly hard to concentrate and work. If deployed into a mission this Character suffers a -1 Endurance penalty. In addition, any time they are assigned a Job in the post-game sequence roll 1D6. On the roll of a 1 they fail to complete their work. Any resources spent on the job are refunded. This is done after all Jobs are assigned so another Character will be unable to do be assigned the Job after the roll.

FREEZING (CRITICAL)

The Character is near-death from hypothermia. They may not be sent on Missions and count as a previous game Casualty for the purposes of Zombie Attacks.

PREPARING FOR AN ENCOUNTER

Seasons Campaign can utilize any Encounters from the *Last Days: Zombie Apocalypse* rulebook with the appropriate Weather being generated to set them firmly in the appropriate time of year (see page 10 for Group Level Balancing). Alternatively, each Season has a Encounter that may be played only during that Season.

Whenever two Groups encounter each other, the Group with the lowest Effective level (Characters that may be deployed into an Encounter) is allowed to randomly roll for the Mission being played or select a Seasons Mission from those listed below. Alternatively, if both players agree, a truce may be called and the Groups may embark on a **Cooperative Encounter** instead (see page 72). Finally, if no player is available for the evening or the time period in which players in the Campaign are able to get together to play games, that Group's leader may opt to play a **Solo Encounter** instead. It is recommended that a maximum of one Solo or Cooperative Encounter be played each Season of the Campaign, but players are free to disregard this advice if they wish.

1. Lowest Effective Level Group randomly selects an Encounter to play or chooses the Seasonal one.
2. If necessary, generate the Weather for the Encounter
3. Play a game!
4. Run through the post-game sequence and manage Conditions
5. Check-off that your Group has completed their Encounter for that Month in the Campaign.

When all players have completed 12 Encounters (one for each Month of the Campaign!) then you should proceed to the Ending the Campaign section of the rules (see page 48).

NEW ENCOUNTERS

The following Encounters are designed to give some seasonal mayhem and opportunities to the Groups as they play through the Campaign. Even if not using the rules for a *Seasons* Campaign, players may opt to use one of these missions in place of one generated from the *Last Days: Zombie Apocalypse* rulebook for a change of pace!

SPRING ENCOUNTER: WHEN THE LEVY BREAKS

The modern infrastructure that makes our cities and towns liveable is not impervious to the ravages of weather or time. With no one left to monitor or maintain this infrastructure, sudden thaws or an abundance of broken river banks can cause levies to collapse. With no one to fix them, a low-lying area that appears to have been caught in a heavy storm might suddenly find itself underwater with fast-moving currents pushing everything and everyone away.

Heavy rain has been falling for hours and the groups arrive at an area rumoured to be rich with supplies. As they spot each other in the distance, a great crashing and rushing noise is suddenly heard and water begins to flood into the area from a nearby collapsing levy. The supplies will be swept away if you aren't quick... and so might you!

SET-UP

The table should be set up as normal. Do not roll for Weather Conditions when setting up this mission, they are already set. Players should set up nine Supply Tokens on the table instead of the normal amount. Then Roll-Off and alternate deploying one zombie within 3" of each Supply Token.

All Supply Tokens must be placed in the open for this mission and may not be placed in buildings or on other terrain.

SPECIAL RULES

Heavy rain has been falling for hours as the Groups arrive. All Line of Sight is reduced to 18" as the storm begins to abate but light rain persists.

The entire area is flooded and the current drags against everything not heavy enough to withstand it. All ground floor areas (including indoors!) are subject to the rules for Difficult Terrain. In addition, randomly determine one edge of the table. This is the direction the flood's current is moving toward. If moving toward that table edge (if a line from the centre of the Character's or zombie's base will extend directly to the opposite edge) the rules for difficult terrain will not apply as the Character finds themselves to be swept along. However, the **only** movement action that can be taken in that direction is to Run. At the end of that Run the Character must make a TN 10 Strength test to avoid losing their footing and

losing all remaining AP standing up. If that run takes them into any other type of terrain than flooded, open ground they will immediately stop moving. They may then climb, if able. Zombies moving in that direction will Run even though not normally able to do so and then immediately perform the Strength test or suffer Knockback 5.

During the End Phase of each turn roll 1D6 for each Supply Token unclaimed on the table. On a roll of 1 or 2 move the token D6" in the direction of the flooding. It will immediately stop upon contact with terrain it cannot move through and will move at half rate through any Difficult Terrain it encounters during this move.

ENDING THE GAME

The Game ends when all Characters from one Group have exited the table or one Group reaches their Breaking Point.

The soaking the supplies have taken may have ruined whatever value they had. During the Checking Supplies step of the post-game sequence, roll 1D6 for each Supply Token carried off the table. On the roll of 1 they have been ruined by water damage and must be discarded. Any Supply Tokens unclaimed and still on the table at the end of the end of the Encounter may be claimed by the Group that did not leave or Break. However, roll 1D6 for each one claimed in this way: on a roll of 1–3 the water has destroyed the supplies and they are discarded.

SUMMER ENCOUNTER: WILDFIRE

Long, dry periods of weather in the summer can result in everything from heat-lighting to the explosion of abandoned pressure tanks. Unregulated and unmonitored fires will sweep through large areas unless stopped by rain, natural barriers, or the desperate efforts of groups of survivors.

To be caught in one of these Wildfires is to experience absolute hell on earth. Choking ash in the air, dark clouds of smoke obscuring vision, and (even worse) flaming undead crashing out of the darkness to feed on your half-cooked flesh are an experience a Survivor is not soon to forget.

SET-UP

Do not roll for Weather for this Encounter. The table should be set up as normal. Players should have some form of either cotton batting/stuffing, red counters, or some other way of keeping track of the Wildfire's progress during the game.

Deploy two additional Supply Tokens when setting up the Encounter, using the normal method. After Supply Tokens are deployed, Roll-Off and, deploy a zombie within 3" of each token.

SPECIAL RULES

After deploying the Groups for the Encounter but before determining who is the Attacker or Defender for the first Turn, randomly determine one of the two neutral edges of the table to be the edge the Wildfire will enter from. Wind is blowing choking black smoke, cinders, ash and the scent of death from that direction and the board will become more hazardous as time goes on.

Each turn after the first, the fire will begin to creep further onto the table. During the End Phase of the first turn, the 'Fire Line' enters the table. This begins as a strip, 6" in, covering the length of the randomly determined Neutral edge. In each subsequent End Phase the zone will grow 6" (i.e. move 6" further along the board, towards the opposite edge from where it started) until it covers the entire table.

Roll 1D6 for each unclaimed Supply Token inside the Fire Line when it grows. On a roll of 1 it catches ablaze and is destroyed.

Any zombies entering the table from the edge of the Fire Line or caught within it when they activate will be set ablaze. Add +1 to damage rolls for any attacks made by flaming zombies in the CQC phase as the fire makes them exceptionally dangerous.

Any Characters that begin the Action phase inside the Fire Line must make an Endurance test at TN 8 or suffer 1 point of Damage and -1 AP as they cough, choke, and find their clothing smouldering from the blaze.

Finally, Line of Sight, for the entire board, is restricted to 18" as smoke and ash clog the area and obscure everything from view.

ENDING THE GAME

The game ends when all the Characters in one of the Groups have left the table or a Group reaches their Breaking Point.

FALL ENCOUNTER: THE REAPING

Most zombie hordes have shambled so far that the undead that form their ranks are near unrecognizable as people. Covered in slime, grime, and the detritus only a walking corpse can collect, there is little of use to be taken from the bodies of long-walking or Outbreak-era hordes.

Occasionally, however, a large community will succumb to the undead and their members will make up a small horde of relatively 'fresh' zombies. As tales of this mob begin to circulate the enclaves will often mount a hunt for them as they can be carrying valuable essentials that a pre-collapse zombie would never have on them when they became infected. Competition for the culling of these mobs can be fierce however, and it is quite common for such ghoulish practices to result in conflicts as two sides attempt to claim them.

SET-UP

Set up the terrain for the area of the Encounter as normal. Instead of placing Supply Tokens, Roll-Off and deploy two zombies for each Character currently participating in the Encounter, anywhere within 3" of the centre line of the table. Once all the zombies are deployed, Roll-Off and place half as many Supply Tokens, each one attached to a zombie.

SPECIAL RULES

When a zombie carrying a Supply Token is destroyed, the player that destroyed the zombie may place the Supply Token anywhere in base contact with the model of the zombie before it is removed from the board.

Whenever a zombie is attracted to the board via Noise roll 1D6. On a roll of 5 or 6 this zombie is also carrying a Supply Token.

REMEMBER

Zombies carrying Supply Tokens are subject to the Heavy 1 rule!

ENDING THE GAME

The Encounter ends when all the Characters in one Group have left the table, or one Group reaches its Breaking Point. Any Supply Tokens still held by zombies may not be claimed by a Group still on the table, but any unclaimed ones on the board may be claimed after the game by an Unbroken Group still on the table by making a TN10 Strength test for a model that ended the game not carrying a Supply Token, as they try to push their way past the remaining zombies and carry it away.

A Character earns an additional 2XP each time they destroy a zombie carrying a Supply Token.

WINTER ENCOUNTER: WHITEOUT

A seemingly endless blizzard has the Groups running short on supplies. Radio contact with another local enclave has ended abruptly and while they may have met with some awful misfortune, their remaining supplies may mean the difference between survival and death. It is worth the risk of venturing outside the Refuge in near-suicidal conditions in attempt to claim these resources.

As they approach the Refuge, the Leader realizes that another band of Survivors has had the same idea. It's a race against time, the cold, and the former inhabitants of the fallen enclave to seize the supplies and escape.

SET-UP

Set up the board to represent an abandoned Refuge in winter conditions. Place 7 Supply Tokens as normal. Then, each player places 2 Fuel and 2 Meal tokens in the same way as Supply Tokens. These special Tokens must be placed inside the Refuge and may be placed anywhere, but not within 2" of another token.

Finally, Roll-Off and deploy one zombie, per Character in each Group, within 2" of the abandoned Refuge and not within 3" of another zombie.

SPECIAL RULES

The howling snow and wind restrict all visibility outdoors, meaning Line of Sight is limited to 6". This does not apply to zombies as they rely on other senses to detect the Characters. The freezing cold makes the half-frozen undead much harder to destroy. There is a -1 to all You've Got to Shoot Them in the Head rolls. Their semi-frozen limbs make them much slower, however, and zombies all generate -1 AP when they activate.

The deepening snow also makes all outdoor movement count as if through Difficult Terrain.

ENDING THE GAME

The Encounter ends when all the Characters of one Group have exited the board, or one Group reaches its Breaking Point.

Any Supplies unclaimed on the board at the end of the game may be secured by having a Character not carrying any Supply, Meal, or Fuel Token, and still active on the table succeed in a TN 7 Endurance test. Each Character may only test to secure a single Token at the end of the Encounter.

When Checking Supplies, each Meal Token secured at the end of the game adds 1D3 Preserved Meals to the Group inventory for immediate use. Each Fuel Token secured adds 1D3 items of Fuel to the Group inventory for immediate use.

THE WEATHER

Mother Nature plays a huge part in survival in this new world in which the Groups find themselves. Her fickle whims can be the difference between success and failure. Encounters can be vastly different when the conditions outside simply do not cooperate with the plans of the Leader. Weather rules should be used whenever playing a game as part of a *Seasons* Campaign. They can be added as an option to a standard Encounter.

Prior to the set-up step for any of the standard Encounters from the *Last Days: Zombie Apocalypse* rulebook or a Cooperative Encounter as detailed later in this book (see page 72), the players need to determine what the current environmental conditions outside the Refuge are. While it is unlikely a Group would set out during bad weather, without modern meteorological forecasting to warn them of impending changes it can happen that they encounter another Group as bad weather sets in (hindering both Groups).

Roll 2D6 on the appropriate table for the Season that the Encounter is being played in.

SPRING WEATHER TABLE

2D6 Roll	Effect
2	Flash Floods: The rapid thawing of snow at higher elevations has caused rivers to overflow and the local area to be badly flooded. All ground level movement is done as if in Difficult Terrain (including on the ground floor of indoor structures, which have become flooded as well). In addition, the water and moisture contaminates everything it touches. Roll 1D6 at the end of the Encounter for each Supply Token recovered. On a 1 or 2 it has been irreparably damaged by the flooding and must be discarded. Roll 1D6 before the game begins. On a 1 or 2 also apply the Heavy Rain condition. On a 3–4 apply Light Rain. On a 5–6 there are no additional effects.
3	Heavy Rain: All Line of Sight outdoors is reduced to 12" (this does not affect zombies, as they rely on other senses).
4–5	Light Rain: All Line of Sight outdoors is reduced to 18" (this does not affect zombies, as they rely on other senses).
6–8	Moderate Conditions: No additional in-game effects.
9–10	Extremely Windy: Bows, Crossbows, and Improvised Explosives incur an additional -1 to-hit Penalty as the windy effects them more than other ballistic Firearms.
11	Tornado! While this has no in-game effect, there is a chance that the Refuge is damaged by a Tornado while the Group is out. Roll 1D6 for each built-in Perk the Refuge currently has. On a 1 it is destroyed. There is a penalty of -1 to the results of the next Zombie Attack roll for each destroyed Perk the Refuge has as its structure is compromised.
12	Unseasonably Warm: Conditions do not need to be managed for Cold by either Group after this Encounter if it had occurred during the transition from Winter.

SUMMER WEATHER TABLE	
2D6 Roll	**Effect**
2	Scorching Heat: Roll 1D6 for every Character, after they are deployed but before beginning the first turn. On a 1 or 2 immediately check their first available Thirst condition box. If this takes them to Critical, they immediately go Out of Action, but will not roll for an Injury. Instead they will end the game at Critical condition back at the Refuge.
3	Extremely Hot: Roll 1D6 for every Character that participates in the Encounter after the game ends but before checking injuries. On a roll of 1 their exertions cause the first available Thirst box to be checked for them. This can take them to Critical. Models that were carrying a Supply Token at the end of the Encounter will check a box on a roll of 1 or 2. Injured models also roll for Injuries as normal.
4–5	Low, Bright Sun: Randomly determine a table edge; this is the direction the low, bright sun is shining from. Whenever a Character targets a model and the line between them would extend to touch that table edge, they incur an additional -1 penalty to hit as the glare hits their eyes.
6–8	Moderate Conditions: No additional in-game effects
9–10	Summer Storm: All Line of Sight outdoors is reduced to 18" (this does not affect zombies, as they rely on other senses).
11	Monsoon: All Line of Sight outdoors is reduced to 12" (this does not affect zombies, as they rely on other senses). In addition, all outdoor dirt surfaces (ground level, non-man-made like asphalt, concrete, etc) will count as Difficult Terrain for the duration of the Encounter as they become a muddy mess.
12	Perfect Weather: The occasional gentle overnight rains mixed with beautiful temperate days mean that the Groups have ample opportunity to collect rainwater without dealing with any real challenges. Neither Group needs to manage Thirst at the end of this Encounter.

FALL WEATHER TABLE	
2D6 Roll	**Effect**
2	Flash Floods: The rapid thawing of snow at higher elevations has caused rivers to overflow and the local area to be badly flooded. All ground level movement is done as if in Difficult Terrain (including on the ground floor of indoor structures, which have become flooded as well). In addition, the water and moisture contaminates everything it touches. Roll 1D6 at the end of the Encounter for each Supply Token recovered. On a 1 or 2 it has been irreparably damaged by the flooding and must be discarded. Roll 1D6 before the game begins. On a 1 or 2 also apply the Heavy Rain condition. On a 3–4 apply Light Rain. On a 5–6 there are no additional effects.
3	Heavy Rain: All Line of Sight outdoors is reduced to 12" (this does not affect zombies, as they rely on other senses).
4–5	Light Rain: All Line of Sight outdoors is reduced to 18" (this does not affect zombies, as they rely on other senses).
6–8	Moderate Conditions: No additional in-game effects.
9–10	Extremely Windy: Bows, Crossbows, and Improvised Explosives incur an additional -1 to Hit Penalty as the windy effects them more than other ballistic Firearms.
11	Tornado! While this has no in-game effect there is a chance that the Refuge is damaged by a Tornado while the Group is out. Roll 1D6 for each built-in Perk the Refuge currently has. On a 1 it is destroyed. There is a penalty of -1 to the results of the next Zombie Attack roll for each destroyed Perk the Refuge has as its structure is compromised.
12	Unseasonably Cold: Conditions must be managed for Cold after this Encounter.

WINTER WEATHER TABLE	
2D6 Roll	**Effect**
2	Blizzard! All Line of Sight is reduced to 6" at maximum (Except for zombies, as they rely on other senses). All Movement outdoors is considered to be in Difficult Terrain. The freezing cold makes zombies harder to injure as their limbs and skin freezes. zombies are -1 AP but also -1 to all You've Got to Shoot Them in the Head rolls.
3	Snowing: All Line of Sight is reduced to 12" at maximum (Except for zombies who rely on other senses). The freezing cold makes zombies harder to injure as their limbs and skin freezes. Zombies are -1 AP but also -1 to all You've Got to Shoot Them in the Head rolls.
4–5	Freezing: The freezing cold makes zombies harder to injure as their limbs and skin freezes. Zombies are -1 AP but also -1 to all You've Got to Shoot Them in the Head rolls.
6–8	Moderate Conditions: no additional in-game effects.
9–10	Wet and Sloppy: A sudden thaw creates low level flooding and causes all non-man-made surfaces outdoors (ground level) to be considered Difficult Terrain for the game.
11	Ice Storm! A warm front collides with low lying cold air and causes rain that almost instantly turns to sheet-ice. Roll 1D6 every time a Character takes a Move or Move through Difficult Terrain action. Only roll once per Activation, regardless of how many times the action is taken consecutively. On a 1 they slip and fall, taking a Damage 1 roll. Zombies take Knockback 5 instead of a damage roll.
12	Unseasonably Warm: Conditions do not need to be managed for Cold by either Group after this Encounter.

THE POST-GAME SEQUENCE

In a *Seasons* Campaign the addition of managing Conditions means players will follow new steps to those laid out in the *Last Days: Zombie Apocalypse* rulebook.

The three new additions to the post-game sequence are in bold below:

1. Injuries
2. Experience: a) Earn Experience b) Spend Experience on Attributes or Skills
3. Checking Supplies: **a) Decide upon Scavenge Tables** b) Check Supply Tokens
4. Refuge and Recuperation: **a) Assign and then resolve Jobs** **b) Manage Conditions** c) Zombie Attack.

NEW SCAVENGE TABLES

Leaders **do** have some say in what the members of their Group bring back to the Refuge, contrary to popular belief. Prior to an Encounter they will have briefed all the Characters on what particularly vital supplies the Refuge needs. Whether or not they will be found is always left to chance because no one will ever know exactly **what** is laying around out there in the wilds of the apocalypse.

That being said, a Character might leave behind something they don't consider essential or pick up something they wouldn't normally grab because of the Leader's instructions. They can only carry so much, so what they're after will be up to the leader.

To represent this, *Seasons* Campaigns gives players to access to two new Scavenge tables. Regardless of the current Season, players can choose to Check a Supply Token on either of these tables after any Encounter. This represents the Leader planning for the future and attempting to collect items that might be needed to survive the upcoming months.

Players may always check a Supply Token on the normal table in the *Last Days: Zombie Apocalypse* rulebook (page 92). The following tables are entirely optional throughout the Campaign.

WINTER SURVIVAL GEAR TABLE					
2D6 Roll	2	3–4	5–9	10–11	12
2	Snowmobile	Kerosene Heater	1 Preserved Meal, 1 Fuel and D6 Scavenge Points	Ice Cleats	Chainsaw
3–4	Snowshoes and D3 Fuel	Cold Weather Clothing and D3 Scavenge Points	1 Preserved Meal and D3 Scavenge Points	Cold Weather Clothing and 1 Preserved Meal	Medicine and D3 Scavenge Points
5–9	D3 Fuel and D6 Scavenge Points	D3 Fuel and D3 Scavenge Points	1 Fuel and D3 Scavenge Points	1 Preserved Meal and D3 Scavenge Points	D3 Medicine and D6 Scavenge Points
10–11	Medicine and D3 Scavenge Points	Cold Weather Clothing, and 1 Fuel	1 Preserved Meal and D3 Scavenge Points	Cold Weather Clothing and D3 Scavenge Points	Snowshoes and D3 Preserved Meals
12	Snow Goggles	Ice Cleats	1 Meal, 1 Fuel and D6 Scavenge Points	Ice Axe	Flare Pistol

SUMMER SURVIVAL GEAR TABLE					
2D6 Roll	2	3–4	5–9	10–11	12
2	Motorcycle	Medical Supplies an D3 Scavenge Points	1 Preserved Meal, 1 Fuel and D6 Scavenge Points	Bicycle	Polarized Sunshades
3–4	D3 Water Purification Tablets and D6 Scavenge Points	Water Purification Tablet and D3 Scavenge Points	1 Preserved Meal and D3 Scavenge Points	Hazmat Suit and 1 Preserved Meal	Medicine and D3 Scavenge Points
5–9	D3 Fuel and D6 Scavenge Points	D3 Fuel and D3 Scavenge Points	1 Fuel and D3 Scavenge Points	1 Preserved Meal and D3 Scavenge Points	D3 Medicine and D6 Scavenge Points
10–11	Medicine and D3 Scavenge Points	Hazmat Suit and 1 Fuel	1 Preserved Meal and D3 Scavenge Points	Water Purification Tablet and D3 Scavenge Points	D3 Water Purification Tablets and D3 Preserved Meals
12	Hydration System	Bicycle	1 Meal, 1 Fuel and D6 Scavenge Points	Medical Supplies and D3 Scavenge Points	Expedition Backpack

NEW EQUIPMENT

BICYCLE

Before the apocalypse a Bicycle was a way to stay healthy and reduce your carbon footprint. Now, it's a mode of fast transport that doesn't require food, is silent, and can outrun the living dead.

This Equipment Item is not equipped to any one Character, but instead deployed like a Character during the Deployment part of an Encounter. One Character may begin the game mounted on each Bicycle and is designated the Driver.

The Driver may expend AP when mounted on a Bicycle. While on a Bicycle, Characters may only fire Pistols in the Shooting Phase and may only Defend in the CQC Phase. They may only take the Interact, Peddle, or Reload actions. A Character in Contact with a Driverless Bicycle may Interact with it to mount it provided there is no current Driver. A Character mounted on a Bicycle may take an Interact action to dismount. Place the Character in Contact with it. While mounted on a Bicycle Characters may not interact with anything except the Bicycle. Unlike Characters, it must be clearly modelled with a 'Front', which will be used to determine in which direction it may move.

Peddle: The Driver of this piece of Equipment and the vehicle may turn up to 90 degrees and then move 2" in a straight line. This vehicle will immediately stop if it contacts any type of terrain that is not open terrain outdoors or a Character or zombie.	**1 AP**

In addition to any damage taken a Character that loses an opposed CQC test while mounted on a Bicycle immediately dismounts. A Bicycle may only be deployed into an Encounter in the Spring, Summer, or Fall.

Characters from other Groups may Interact with this piece of Equipment if there is no Driver or Passenger embarked on it and they have no one else in Contact. If it is in possession of another Group at the end of an Encounter it is automatically put into their Inventory. If it is left unattended at the end of an Encounter treat it like an unclaimed Supply Token.

Cold Weather Clothing

More than just layering clothes to try to stay warm, this technical outdoor clothing will preserve body heat and acts like a warm blanket that can be worn at all times and keeps the core and extremities protected. If a Character is equipped with Cold Weather Clothing they never suffer the effects of being Cold, even if called upon to do so. This Equipment may not be worn unless the Cold is being managed and may not be removed until the Seasons change as the Character will not give the item up with such low temperatures around!

Expedition Backpack

While backpacks are common enough that almost every Survivor carries one, an Expedition Backpack is something else entirely. Designed to carry heavy gear long distances, a Character can haul even more Supplies back to the refuge if so equipped. This Character may pick up and carry **two** Supply Tokens instead of only one, but must apply the Heavy attribute for each as normal.

Fuel

Fuel can be stored in the Group Inventory for use combatting the effects of Cold or to power vehicles and other equipment.

Hazmat Suit

A Character equipped with a Hazmat suit is much better protected from becoming ill because of close Proximity to zombies or other ill Characters. They do not have to roll after an Encounter to see if they suffer Health Damage either from fighting zombies or being deployed with a Character that is already Sick. They can still suffer Health Damage in other ways (such as by drinking unpurified water). If worn in the Extremely Hot Weather Condition this Character will treat it as Scorching Heat instead.

Hydration System

Typically used by hikers, runners, and cyclists to carry water with them conveniently while they exercise. These bladder and hose systems are incredibly valuable in the Summer months. A Character equipped with a Hydration System can ignore effects of Extremely Hot and Scorching Heat Weather Conditions in the Summer.

Ice Cleats

Although not normally useful, these can be equipped to a Character to allow them to ignore the dangers of slipping and falling on Ice during an Ice Storm (see Winter Weather effects, page 26).

Kerosene Heater

This small heater can be used to augment the Refuge's heating system. It is kept in the Group inventory and does not have to be assigned to a room. If used, it converts 1 Fuel into enough heat to warm two rooms in the refuge instead of one. Multiple Kerosene Heaters may be used to gain this benefit more than once, but each one may only be used a single time when managing conditions.

Medicine

This is used in conjunction with Rest to manage Sickness. If not being used it is stored in the Group Inventory.

MOTORCYCLE

Most vehicles are entirely impractical to use during an Encounter, but a Motorcycle can be used to quickly get about. The biggest downside is that it makes a massive amount of Noise, attracting zombies to the Encounter area. This Equipment Item is not equipped to any one Character, but instead deployed like a Character during the Deployment part of an Encounter. In order to Deploy a Motorcycle, the Group must also expend one item of Fuel from their Group Roster at the beginning of each Encounter. It generates 3 Noise at the beginning of each Menace Phase. Unlike Characters, it must be clearly modelled with a 'Front', which will be used to determine in which direction it may move. Up to two Characters may begin the game mounted on a single Motorcycle. One will always be designated the Driver, the other the Passenger. It may not be deployed inside or on a structure.

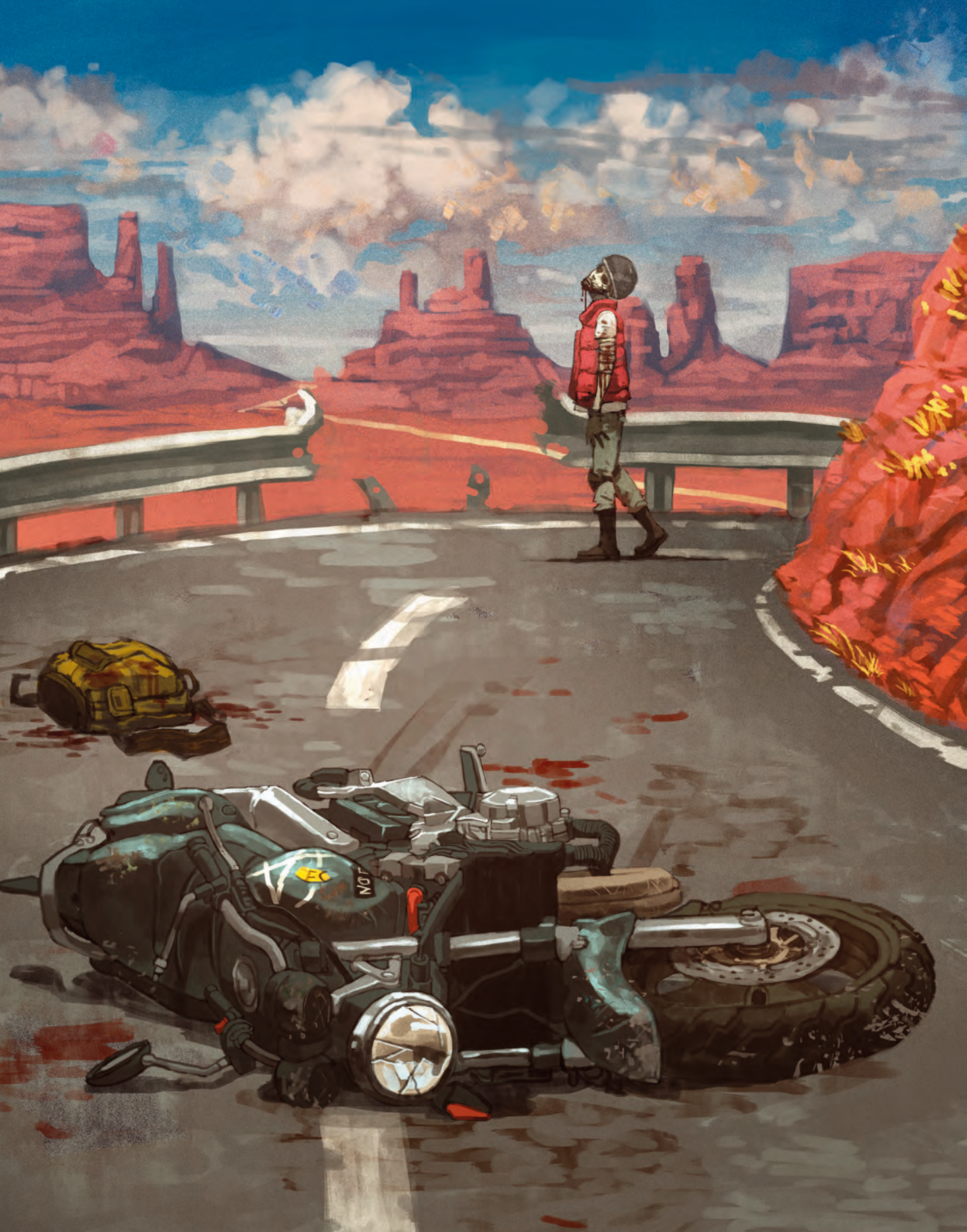
Only the Driver may expend AP when mounted on a Motorcycle. While on a Motorcycle, characters may only fire Pistols in the Shooting Phase and may only Defend in the CQC Phase. They may only take the Interact, Drive, or Reload actions. A Character in Contact with a Motorcycle may Interact with it to mount it provided there is no Driver or Passenger. A Driver or Passenger mounted on a Motorcycle may take an Interact action to dismount. Place the Character in Contact with it. The current Passenger may freely become the Driver at the start of their Activation at no cost or remain Passenger. A Motorcycle does not need to pay AP to Break Contact with zombies.

Drive Motorcycle: The Driver of this piece of Equipment, the vehicle, and any passengers may turn up to 90 degrees and then move 3" in a straight line. Any Character contacted during this move must make a TN8 Strength test or suffer 1 damage and be pushed to one side. Any zombie contacted during this move automatically suffers Knockback 5. A vehicle will immediately stop if it contacts any type of terrain that is not open terrain outdoors.	**1 AP**

A Motorcycle may only be deployed into an Encounter during the Spring, Summer, or Fall. Characters from other Groups may Interact with this piece of Equipment if there is no Driver or Passenger embarked on it and they have no one else in Contact. If it is in possession of another Group at the end of an Encounter it is automatically put into their Inventory. If it is left unattended at the end of an Encounter treat it like an unclaimed Supply Token.

POLARIZED SUNSHADES

A good pair of polarized sunglasses can be a huge help reducing glare in combat. A Character equipped with Polarized Sunshades can ignore the penalty for Shooting tests for the Low, Bright Sun weather condition in the Summer.



PRESERVED MEALS

Canned goods and pre-packaged, dehydrated food were common in sporting good shops prior to the collapse and are immensely valuable to Survivors. This Meal may be stored in the Group Inventory until used and is not wasted like non-preserved Meals that are not consumed by the Group. It may be used to feed a Character whenever managing Starvation. Simply remove it from the Group Roster. Preserved Meals are used at the discretion of the Leader and do not have to be fed to Characters in order to manage Starvation.

SNOW GOGGLES

These polarized and cushioned goggles protect the eyes from driving snow and allow the wearer to see much better even in the driving snow of a Blizzard. Add 6" to the maximum range this Character can draw Line of Sight in the Snowing and Blizzard Weather conditions, including those from the White Out scenario.

SNOWMOBILE

This small, engined vehicle is designed to quickly travel across winter terrain, but makes a huge amount of Noise. This Equipment Item is not equipped to any one Character, but instead deployed like a Character during the Deployment part of an Encounter. In order to Deploy a Snowmobile the Group must also expend one item of Fuel from their Group Roster at the beginning of each Encounter. It generates 3 Noise at the beginning of each Menace Phase. Unlike Characters, it must be clearly modelled with a 'Front', which will be used to determine in which direction it may move. Up to two Characters may begin the game mounted on a Snowmobile. One will always be designated the Driver, the other the Passenger. It may not be deployed inside or on a structure.

Only the Driver may expend AP when mounted on a Snowmobile. While on a Snowmobile, characters may only fire Pistols in the Shooting Phase and may only Defend in the CQC Phase. They may only take the Interact, Drive, or Reload actions. A Character in Contact with a Snowmobile may Interact with it to mount it provided there is no Driver or Passenger. A Driver or Passenger mounted on a Snowmobile may take an Interact action to dismount. Place the Character in Contact with it. The current Passenger may freely become the Driver at the start of their Activation at no cost or remain Passenger. A Snowmobile does not need to pay AP to Break Contact with zombies.

Drive Snowmobile: The Driver of this piece of Equipment, the vehicle and any passengers may turn up to 45 degrees and then move 3" in a straight line. Any Character contacted during this move must make a TN8 Strength test or suffer 1 damage and be pushed to one side. Any zombie contacted during this move automatically suffers Knockback 5. A Snowmobile will immediately stop if it contacts any type of terrain that is not open terrain outdoors. This piece of Equipment ignores any Weather effects that alter movement in the Winter.	**1 AP**

A Snowmobile may only be deployed into an Encounter during the Winter. Characters from other Groups may Interact with this piece of Equipment if there is no Driver or Passenger embarked on it and they have no one else in Contact. If it is in possession of another Group at the end of an Encounter it is automatically put into their Inventory. If it is left unattended at the end of an Encounter treat it like an unclaimed Supply Token.

Snowshoes

While ungainly in normal conditions, Snowshoes allow a Character to move spryly over deep snow where others will struggle up to their knees in the drifts. A Character equipped with these moves normally if the Weather Conditions are Snowing or a Blizzard (including the Blizzard in the Whiteout Scenario).

Water Purification Tablets

The hazards of unsafe water can be avoided with these handy purification tablets. Relatively common in sporting goods and outdoor stores prior to the collapse, they can be used by a Character drinking Unpurified Water to make it safe. Each Tablet used converts a unit of Unpurified Water into Purified Water instead.

New Weapons

Ice Axe

CQC Modifier	Strength Modifier
+/- 0	+1
Special Rules	You've Got to Shoot Them in the Head +1, Ignores the -1 You've Got to Shoot Them in the Head Penalty from Freezing, Snowing, or Blizzard Weather Condition as it is designed to cut through ice.

Flare Pistol

Range	Damage	ROF	Knockback	Reload
12"	0	1	1	1
Special Rules	Incendiary: A Flare Pistol adds 0 to a Damage Roll if it hits a target. If the Damage Roll results in any damage to the target, make another Damage Roll. Continue making Damage Rolls until a roll fails to damage the target or they go Out of Action. A Flare Pistol targeting a zombie will set it ablaze but do no other Damage. A flaming zombie adds +1 to all Damage Rolls resulting from its CQC attacks.			

NEW JOBS

In order to manage the conditions that each Season will force Groups to endure, the Leader can assign a variety of new Jobs during that step of the post-game sequence. Any able-bodied Character can perform these new actions.

GATHER FOOD

At the end of an Encounter a Character may be assigned to forage for food. These meals generated must be consumed immediately unless there is also a Character assigned to a Cold Cellar preserving the food being brought back. Each Character assigned to Foraging produces 1D3 meals for the Group. Characters with the Scavenger skill may add 1 to this roll.

If a Refuge includes a Fenced-In Garden, it may be used to produce food instead of Scavenge Points with this Job. Working it will produce D3+1 Meals. Models with the Agriculturalist skill will roll 2D3+1 instead.

REMEMBER

That ALL Characters must have Jobs assigned before determining how many meals are produced and you cannot assign additional Characters to Jobs after you have rolled to see how many meals are produced.

GATHER FUEL

At the end of an Encounter a Character may be assigned to gather Fuel to heat the Refuge. If they do so, they will produce D3 Fuel for immediate or future use. Unlike meals, Fuel will typically keep until needed and so may be stored on the Group sheet in the same way any unused Equipment for future use. A Character modelled with an Axe may add 1 to this roll. A Character equipped with a Chainsaw may add 3 to this roll for Fuel but must also subtract 2 from the results of the next Zombie Attack roll as the noise generated gathering fuel with a Chainsaw attracts more and more of the undead.

GATHER WATER

At the end of the Encounter a Character may be assigned to gather Water for the Group. If they are assigned to do so you must choose whether or not they will spend the additional time to purify it, whether by filtering it through charcoal and sand, treating it chemically or with UV, or simply boiling it. However, they treat it, you must expend a Fuel in order to make Water Purified.

If they do not take the time to treat the water, they produce D6 +2 units of Unpurified Water for the Group. If they do take the time to treat it, they produce D3+1 units of Purified Water instead.

Like Fuel, Water can be stored in the Group's inventory like other unused Equipment as it will keep almost indefinitely. Note how many units are Purified and how many are Unpurified when you add it to the Inventory.

REST

After an Encounter a Character may be assigned to Rest. As this is a Job, it may not be assigned to someone recovering from Injuries post-game (they would need to rely on Medicine!) as the body is even more compromised if suffering damage while fighting disease. Roll 1D6 for any Characters assigned to Rest. On a roll of 1, 2, or 3 Rest is insufficient to improve their condition and it remains the same. On a roll of 4, 5, or 6 Rest has allowed the body to fight off whatever is ailing them and they improve their Condition by one degree (from Bedridden to Sick or Sick to Normal).

If combined with Medicine, add two to this die roll. In addition, if the total score is six or more when Rest is combined with Medicine, the Condition of the Character may improve up to **two** degrees instead of one (from Bedridden directly to Normal).

MANAGING CONDITIONS

HUNGER

One thing must constantly be managed throughout every Season and that is Hunger. After each Encounter every Character in the Refuge must consume 1 Meal or have their condition worsen one level. If they are Hungry or Starving, consuming a Meal will improve their Hunger level by a single degree (Starving becomes Hungry and Hungry becomes normal).

How food is distributed will depend upon your Leader's Keyword:

SELFISH LEADERS

The Leader always eats first. After this, all Selfish Characters will eat in whatever order the Leader wishes. Finally, Selfless, Trained, and Neutral models will then eat in any order the Leader desires.

SELFLESS LEADERS

Any Selfish Characters in the Group will eat first. The Leader will then feed any Neutral and Trained Characters in any order they desire. Then all Selfless Characters may be fed. Finally, the Selfless Leader will be the last model to consume a meal.

TRAINED LEADERS

Selfish Characters in the Group will eat first. After this, the Leader may feed any remaining Characters in any order they like.

COLD

The cold months of winter might be some of the most challenging of the year. Food is harder to find during these months and cold is a constant companion. Add to that weather which can strike suddenly and be incredibly dangerous. It is no wonder that winter was the most dreaded time of year, around which all preparations revolved for earlier civilizations. Snow can also obscure the presence of zombies, making surprise assaults by the undead a constant danger.

At the end of each Encounter the Refuge must be heated. Depending upon the size of the Refuge this may be more challenging for some locations than for others. To determine how many Rooms must be heated, add the total number of Starting Perks and Empty Spaces a Refuge begins with. This is the total number of Rooms that must be heated and each one will consume one Fuel.

For each unheated room in a Refuge after each Encounter, a Character's Warmth Condition will worsen by a single degree. All Characters will have their Warmth Condition automatically improve one level if the Refuge does not need to manage Cold or are kept Warm after an Encounter. Who is left to suffer in the cold will depend on the Keyword of the Leader.

SELFISH LEADERS

Selfless Characters will go cold first, followed by Neutral and Trained Characters at the Leader's discretion. Selfish Characters will then go cold at the Leader's discretion. The Leader will always be the last Character to go without being warm.

SELFLESS LEADERS

The Selfless Leader will always go cold first, followed by any Selfless Characters in the Group in any order the Leader wishes. Neutral and Trained models will go cold in any order the Leader wishes. Finally, Selfish Characters will go cold last.

TRAINED LEADERS

Selfless, Neutral, and Trained Characters will go cold in any order the Leader wishes. Any Selfish Characters will go cold last, in any order the Leader wishes.

If a Character was previously suffering from damage to the Warmth condition, each time they are provided with Warmth their condition will improve one level (Freezing to Cold or Cold to Normal). If Cold is not being managed after this Encounter they are assumed to be kept Warm.

DROUGHT

While winter may seem like the deadliest of seasons, that is simply because its attack on survival is overt. It's obvious when a blizzard is closing in that you are in danger. The summer months can create far more insidious dangers, such as fresh water supplies suddenly disappearing or becoming contaminated by the millions of walking corpses shambling about the area. Dehydration can kill as surely as the cold and survivors must vigilantly guard against running out of fresh water in the summer months. Not only may their food supply be endangered by drought but the Characters themselves may succumb to the very real effects of not having enough to drink.

During the Summer months Thirst must be managed.

At the end of each Encounter each Character must be provided with Water. There are two types of Water that Characters can gather, Purified or Unpurified. If provided with Purified Water there are no additional effects. If provided with Unpurified Water roll 1D6. On a 1, 2, or 3 the Character's Thirst Condition is met but their Health Condition is damaged one level as they contract something from the impure water. On a 4, 5, or 6 their Condition is managed with no ill effect.

Much like other conditions, whose Thirst is satisfied first will depend upon the Keyword of the Group's leader. Consume all Purified Water before consuming Unpurified Water.

SELFISH LEADERS

The Leader always drink first. After this, all Selfish Characters will drink in whatever order the Leader wishes. Finally, Selfless, Trained, and Neutral models will then drink in any order the Leader desires.

SELFLESS LEADERS

Any Selfish Characters in the Group will drink first. The Leader will then give Water to any Neutral and Trained Characters in any order they desire. Then all Selfless Characters may drink. Finally, the Selfless Leader will be the last model to slake their thirst.

TRAINED LEADERS

Selfish Characters in the Group will drink first. After this, the Leader may give water to any remaining Characters in any order they like.

HOLY
BIBLE

SICKNESS

While the Characters may have been able to avoid the zombie plague up until now (however it is transmitted), there a literally hundreds of diseases or infections that could kill an individual without proper attention or care. With little or no access to modern medicine and ambulatory disease incubators wandering the country every day, it is no surprise that Groups will need to guard against illness and disease. This is especially true during Spring and Fall when the changing of the temperature and tendency for wet conditions provide ample opportunities for illness and incubation of disease.

Keep track of whether or not a Character comes into contact with a zombie during the course of an Encounter in which Sickness is being tracked. Each time they come in Contact roll 1D6. On the roll of a 1 their Health will immediately be damaged one Level. If a Character is taken Out of Action by a zombie during the course of an Encounter roll 1D6 after rolling for Injuries in the post-game. On a roll of a 1 or 2 their Condition is Damaged one level. A Character may only have their Health condition damaged a single time each Encounter, so you do not need to make subsequent rolls once they have contracted an illness during that game.

Whenever a Character suffers damage to their Health, they must be provided with Medicine and/or Rest. Neither is entirely effective as any Medicine scavenged may be expired or may simply me administered/taken incorrectly and Rest may not be sufficient to allow the body to fight off whatever it has contracted.

If provided with only Medicine, roll 1D6. On a roll of 1, 2, or 3 the treatment was ineffective and the Character's Health remains at its current level. On a roll of 4, 5, or 6 the Character's Health improves by one degree.

REMEMBER

Conditions carry over, so even though you may not manage Thirst during a particular month, a Character may still be Dehydrated and need Water in order to improve. They will not continue to degrade in condition unless that particular Condition, once again, needs to be managed, but they will not improve either. The only condition that improves automatically is Warmth, provided the Refuge did not need to be heated after an Encounter or a Character is kept Warm because they are not forced to live in a Cold room.

LEADERSHIP CHALLENGES

The personal power struggles within Groups because of their ideologies form the basis for almost every zombie book or film ever made. When adversity rears its ugly head there can moments when the leadership of a Group is called into question.

In a *Seasons* Campaign this is an **optional rule** that will increase the difficulty of managing a Group and can lead to some extremely disruptive behaviour amongst the characters. At the end of each game, after Supplies, Injuries, assigning Jobs, and the Zombie Attack check, a Leader should check the following criteria to see if someone within the Group wants to challenge their authority for Leadership. How this takes place will differ depending upon who the leader and the challenger are.

1. Are there more Characters with checked Condition boxes (at least one Condition has a checked box) in the Refuge than there are those with unchecked Condition boxes (all Conditions are clear) within the Refuge? If there are more, proceed to the next step. If not, no Leadership Challenge occurs.
2. Is there a Character in the Refuge with an equal-to or higher Level when compared to the Leader of the Group and with a different Keyword? Neutral Characters are counted as having the same Keyword as the Leader. If no, no Challenge occurs. If yes, proceed to the next step.
3. Select the qualifying Character of the highest Level in the Group. They now Challenge the Leader for control of the Group.

RESOLVE THE LEADERSHIP CHALLENGE

How this Challenge goes down is entirely based on the Keyword of the Challenger. Selfish Characters will solve their problem usually with some form of coup either through violence or possibly betrayal. A 'hunting accident' or a knife in the ribs while going out to get water may see the old Leader not return. Locking the door of the safe house with zombies attacking or something equally unscrupulous may also happen. Selfless Characters will try to reason or intimidate their Leader, using words and good-sense or appealing to their better nature to overcome their self-interest. Trained Characters will use whatever tactic they think will work best and choose whichever gives them the greater chance of success. One method always ends in blood, the other in at least a temporary peace.

IF THE CHALLENGER IS SELFISH

Perform an Opposed Test between the Challenger and the Leader using the highest of Characteristic the Challenger has from the following: CQC, Firearms, or Intelligence. If all these Characteristics are the same, randomize one. If the Challenger's total exceeds that of the Leader, the Leader meets an unfortunate end while separated from the rest of the Group. Remove the Leader and all their equipment from the Group as they are eliminated by the Challenger.

If the Leader defeats the Selfish Challenger, they may choose to allow them to remain in the Group or banish them after their treachery is revealed. Banishing them may be safer, but you will remove the Challenger and all their equipment from the Group Roster. If they are allowed to stay, they may well Challenge the leader again after the next game if conditions do not improve...

IF THE CHALLENGER IS SELFLESS

Perform an Opposed Test between the Challenger and the Leader using the highest Characteristic the challenger has from the following: Courage, Intelligence, or Strength. If two or more of the highest of these Characteristics are the same, randomize one. If the Challenger's total exceeds that of the Leader, the Leader is convinced or intimidated into stepping down and will lose the Leader ability. They may remain as part of the Group unless required to leave by the exchanging of the leadership (see below).

If the Leader defeats the Selfless Challenger, they may choose to expel them from the Group for the audacity of questioning their leadership, or may simply give them a thrashing. If they are expelled, remove them from the Roster but keep all their equipment in the Refuge stash as they are punished by having to go-it-alone without any aid from the Group. If they are allowed to stay they may challenge the Leader again if conditions do not improve.

IF THE CHALLENGER IS TRAINED

The Challenger performs a Selfish Challenge if the Challenger's highest Characteristic is CQC or Firearms, or a Selfless Challenge if the Challenger's highest Characteristic is Courage, Intelligence, or Strength.

LEADERSHIP CHANGES

It is quite possible that a successful Leadership dispute by the Challenger leaves the Group in disarray, with many members no longer sharing a Keyword with this new Leader. This Challenger may immediately perform 'The Talk' post-game action with every Character in the Refuge **except** the original Leader if they are still present. Once this is resolved, those Characters still not of the proper Keyword to remain part of the Group must leave in an order of the new Leader's choosing, beginning with the old Leader should they still be present, until the Group has the legal number of Characters and Keywords remaining.

The chaos caused by Leadership Challenges can **devastate** a Group and such mutinies can cripple your communities during a Campaign... but such is life in a post-apocalyptic world. Take care of your Group and such Challenges should be rare; take them for granted and someone in your own ranks may rise up to put you down.

ENDING THE CAMPAIGN

Campaign games are about telling a tale and all good stories have a beginning, tribulation and conflict through the telling of the tale, and then a conclusion. Open-ended Campaigns tend to peter out as people either lose interest, become busy, or otherwise become distracted and are unable to get together for their games. Twelve games per player may seem very few until you actually go about playing them and realize it probably represents two or three months of getting together to play.

When all Groups have completed 12 Encounters the Campaign ends. If a player reaches 12 Encounters they have completed their story and will not play any further. Remaining players should pair up to complete their own games or

even come together for a cooperative, or perhaps solo game, to end the story. A big collaborative event can be a great way to send off the Campaign. Such events can be a great bit of fun as each player hand-picks their favourite Characters to survive some monumental challenge.

But who wins? Which Group was the most successful at navigating the various Challenges of the year?

Each player will score Campaign Points at the conclusion of 12 Encounters based on their Achievements. Each Keyword of Leader will have some unique Achievements they can score while some Achievements are universal.

CAMPAIGN ACHIEVEMENT TABLE	
Achievement	**Campaign Points Scored**
Each Character in the Group with no checked Condition Boxes.	+1 CP
Each Character with one or more Condition at a Critical Level.	-1 CP
If all Empty Spaces in the Refuge are filled with Perks.	+5 CP
For every 10 Unspent Scavenge Points in the Group Inventory.	+1 CP/10 SP
The Group with the Highest Effective Level Group at the end of the Campaign.	+5 CP
A Selfish Leader has no Checked Condition Boxes at the end of the Campaign.	+2 CP
A Selfless Leader has the three lowest level Characters in the Group with no checked Condition Boxes.	+2 CP
A Trained Leader has no more than 2 Levels different between the Highest-Level Character in the Group and the Lowest level Character (Not including Animals).	+2 CP

Each player should total their Group's Campaign Points to determine who is the winner! In the case of a tie, those two Groups may choose to play the seasonal mission for the Season the Campaign ended in as a climactic finale. The player that ends that Encounter with the most Supply Tokens will then be the winner of the Campaign.

RAN
ENING
MALL

New Core Rules

The following rules should be considered fully part of the core rules of *Last Days: Zombie Apocalypse* and can be used in any Campaign game.

Group Level Balancing

As Groups become more experienced at surviving in the harsh reality of a zombie apocalypse the individual members can become tougher, more skilled, and better equipped to face the challenges of competing with their rivals. That being said, adversity is the best teacher and those same rivals will pick up tricks and learn from each encounter with their more experienced adversaries.

It can be the case that a Group will play a game in which the combined Levels of the characters they are faced up against can be significantly higher than their own. This new rule introduces another new space on the Refuge Card at the back of the book, which is the Group Level. This is equal to the number of models in the Group plus the combined levels of all Characters in the Group (So Level 0 models have an Effective Level of 1). This number should give a general indication of how powerful a Group has become and will be used later on in Cooperative and Solo play for determining the challenges they will face.

In any scenario where a Character is not taking part in an Encounter you must also determine the Effective Group Level of the actual Characters being deployed. In a Mission this is the sum Effective Level of the Characters actually present and will be lower than the overall Group Level back at the Refuge.

Certain missions will also give you an Effective Level limit. This is the total number in Effective Levels you may bring to the Mission being played and may not be exceeded (Remember Level 0 Characters still have an Effective Level of 1!).

When playing any Campaign mission (whether a *Seasons* Campaign game or not), compare the Effective Group Levels of each side prior to beginning the game. The Group with the lower Level may be entitled to a bonus at the end of the game based upon difference in those totals.

GROUP LEVEL BALANCING TABLE	
Difference in Levels	**Bonus**
5–0	Each surviving member of the lower Level Group gains +1 Experience Point at the end of the Encounter.
11–15	Each surviving member of the lower Level Group gains +D3 Experience Points at the end of the Encounter.
16–20	Each Surviving member of the lower Level Group gains +D6 Experience Points at the end of the Encounter.
21+	Each Surviving member of the lower Level Group gains +6 Experience Points at the end of the Encounter.

MASTER SKILLS

"LIFE IS BARELY LONG ENOUGH TO GET GOOD AT ONE THING... SO BE CAREFUL WHAT YOU GET GOOD AT."

R.C.

Everyone is good at something, but some folks take a particular talent and raise it above the crowd. Master skills are a way of showing just how good a character is at a particular aspect of their abilities.

Each set of Master skills is three particular talents that set an individual above the crowd. You can only learn a Master Skill after a Character has learned three basic skills from a particular Skill category. Once they have learned a Master Skill, a Character many not learn another from that same Category until they have learned another three skills from that same Category. This means that you will only ever learn two Master Skills at the most... and that's only if your Character spends 8 of their possible 10 levels JUST working on those particular areas of interest! In this way, mastery of a discipline should be particularly rare as these skills tend to be powerful and can make a Character very proficient indeed. To learn a Master Skill – Roll 1D6 on the appropriate Master Skill Table. The roll may be shifted by using additional Experience Points as normal.

ACADEMIC MASTER SKILLS TABLE	
1D6 Roll	**Academic Master Skills**
1–2	Naturopath: Such is their knowledge of the plant world that this Character can produce 1D3 doses of Medicine when working a Fenced-In Garden instead of producing Scavenge Points or Food.
3–4	Street Surgeon: This Character has become particularly good at stitching up wounds and setting bones. If they are alive and not Out of Action at the end of a game roll 1D6 for any character that suffers an Arm Injury, Leg Injury or is Blinded in One Eye. On a 4, 5, or 6 they treat this injury as a Full Recovery instead.
5–6	Supply Seeker: This Character can find damn near anything and leads the Group to the best untapped resources. Place an additional Supply Token on the board in this Group's half of the table using the normal restrictions for placement. In addition, roll 1D6 when inventorying a Supply Token this Character was carrying at the end of the game. On a 4, 5, or 6 you can set either or both dice rolls to be between 4 and 10 without rolling. If you do decide to roll one of the results, you must do so before setting the other to between 4 and 10.

ATHLETIC MASTER SKILLS TABLE	
1D6 Roll	**Athletic Master Skills**
1–2	Tireless: This character completely ignores the Heavy attribute when carrying Equipment or Supplies. They may carry up to two Supply Tokens instead of only one.
3–4	Lightning Fast: This Character may run twice per Action Phase.
5–6	Untouchable: This Character may move through other Characters (friendly or enemy) and zombies when it moves, provided it has enough movement to entirely clear their base. If they begin the Action Phase engaged, they must still pay the close to Break Contact as normal.

CQC MASTER SKILLS TABLE	
1D6 Roll	**CQC Master Skills**
1–2	Unstoppable: This Character is a force of nature when fighting at close quarters. Roll 2D6 and pick the highest result when Attacking in CQC.
3–4	Unbreakable: Attacking this Character is like hitting a brick wall. Roll 2D6 and pick the highest result when Defending in CQC.
5–6	Fast and Deadly: This Character knows exactly how to turn the tide when fighting a group. If in contact with more than one enemy, they may make two attacks when picked to fight in the CQC Phase, one immediately after the other. Each attack must target a separate enemy.

LEADERSHIP MASTER SKILLS TABLE	
1D6 Roll	**Leadership Master Skills**
1–2	Charismatic: This Character is so charming that he can persuade the most belligerent of survivors to his way of thinking. Roll 2D6 and pick the highest result when having The Talk or participating in a Leadership Challenge.
3–4	Steely Resolve: This Character's bravery knows almost no limits. They automatically pass Horror checks when being engaged by zombies and if the Leader of a Group on a mission roll an 2D6 when checking for Breaking Point and pick the lowest result so long as they are not Out of Action.
5–6	Against all Odds: This Character seems to somehow find the will to keep fighting when anyone else would lay down and die. So long as at least one other Group member is still on the table roll 1D6 when this Character loses their last point of Damage Capacity (regardless of how much damage the attack caused). On a 4, 5, or 6 do not remove the model from the table and restore it to one point of Damage Capacity remaining. This may occur multiple times per game. If this skill is used and the Character goes Out of Action later in the game, they must reroll the first result of 'Full Recovery' on the Injury table. The second 2D6 roll must be accepted instead. This may still be a 'Full Recovery'.

FIREARMS MASTER SKILLS TABLE	
1D6 Roll	**Firearms Master Skills**
1–2	Never Misses: Re-roll one failed roll to hit each time this Character fires a weapon (not once per Rate of Fire).
3–4	Overwatch: This Character gains a free Locked and Loaded Token at the start of the Menace Phase each Turn.
5–6	Faster than You: Roll 1D6 each time this model is targeted by another Character using a Locked and Loaded Token. On a 4, 5, or 6 they may immediately fire one of their weapons as if it was the Shooting Phase at the enemy, targeting them before the Locked and Loaded Token is resolved.

NEW ATTRIBUTES

ANIMAL

This Character may only ever take actions marked with an (*), never earns Experience and is never eligible to lead the Group. It may not be purchased or given equipment unless that equipment specifies it may be given or equipped to Animals.

BEAST OF BURDEN

A Character may Interact with this model to place or remove a Supply, Food, or Fuel Token from either model to the other.

MOUNT

A Character may begin the game mounted on or take an Interact action to mount or dismount this model. While this model has a Character riding it, it may not activate in the Action Phase. If called upon to act in the Action Phase while not being ridden it will always move its full AP towards the nearest board edge unless another Friendly model is in Contact with it. This model may never be deployed into or on a structure.

A Character mounted on a model with this Trait may only take Reload, Ride, and Interact Actions to dismount in the Action Phase. They may only fire Pistols in the Shooting Phase.

Ride: The rider of this Animal and the mount itself may move 2" in a straight line through Open Terrain or 1" through Difficult Terrain	**1 AP**

A model with this trait may not enter any structures.

If attacked in the Shooting or CQC Phase an attacker must specify if they are targeting the Rider or the Mount. Zombies will always attack the Mount in preference of the Rider/s.

If this model is ever taken Out of Action, its controlling player may place any Characters and Supply Tokens in contact with it, then remove it from the table.

In the post-game sequence when rolling for Injuries for this model, do not roll on the normal Injury table. Instead, roll 1D6.

On a 1 or 2, this model is killed. Remove it from the Group Roster. On a 3 or higher, it recovers in time for the next Encounter.

New Characters

Seasons gives you some additional options for Characters to recruit into your Groups. All of these present some unique skill-sets that Leaders might find attractive to recruit to better help survive in this harsh new world.

Builder – Trained

12 Scavenge Points

Whether a handyman, contractor, or someone that simply renovated their own house, the Builder knows his way around tools and materials and his work will stand up to the assault of the living dead.

AP	CQC	FA	S	E	DC	C	I
6	3	3	3	3	3	3	4
Special Rules		Engineer					
Skills Available		Academic, Athletic					

BURGLAR – SELFISH

12 Scavenge Points

Knowing what's valuable and how to get away with as much of it as possible was something this Character excelled at prior to the end of the world. Today it's his most marketable skill and one the Leader puts to good use acquiring what the Group needs.

AP	CQC	FA	S	E	DC	C	I
7	3	3	3	3	3	3	3
Special Rules		Scavenger					
Skills Available		Athletic					

FARMER – SELFLESS

12 Scavenge Points

The ability to cultivate natural food sources from the earth was already a skill set fading from modern culture. Automation had made it something no longer commonly understood, but in this new world it is valuable beyond measure.

AP	CQC	FA	S	E	DC	C	I
6	3	3	3	3	3	3	3
Special Rules		Agriculturalist, Heavy Lifter					
Skills Available		Academic, Athletic					

HORSE – NEUTRAL

15 Scavenge Points (0–2 per Stable in the Refuge)

A Horse was a luxury for most in the world before the zombies rose and destroyed everything. Today, it's a renewable and dependable way of travelling, making work that would take three Characters an entire day happen in minutes. They offer incredibly valuable mobility and hauling capabilities to the Group but also require a terrific amount of resources to maintain.

AP	CQC	FA	S	E	DC	C	I
8	2	0	4	4	4	4	1
Special Rules		Animal, Mount, Beast of Burden, Tireless (Master Skill)					

OUTDOORSMAN – NEUTRAL

12 Scavenge Points

A Boy Scout with a knowledge of snares, an ice-fisherman, or a seasonal Hunter, the Outdoorsman is better trained than most at the collection of food year-round to help feed the Group.

AP	CQC	FA	S	E	DC	C	I
6	3	3	3	3	3	3	3
Special Rules		Hunter: If an Outdoorsman is given the Forage for Food Job in the post-game, he can make an TN6 Firearms test or a TN6 Intelligence test. If successful, the Outdoorsman may add +2 to his roll for Scavenging Food.					
Skills Available		Firearms, Academic					

NEW PERKS

Keeping in theme with the many challenges the changing of the seasons can throw at a Group, there are a variety of new Perks that can come built-into or be added to Refuges to make them better equipped to shelter the Survivors living there.

NEW REFUGE PERKS TABLE	
New Refuge Perks	Scavenge Point Cost
Cold Cellar	20
Rain-Collectors	15
Stable	20
Wood-burning Stove	25

COLD CELLAR

A Refuge equipped with a Cold Cellar may use it to preserve excess Meals generated by Characters in that post-game sequence. Another Character must be assigned to Work this Perk as a Job in order for those Meals to be saved.

RAIN-COLLECTORS

Building Rain-Collectors allows the Refuge itself to collect clean Drinking Water whenever it rains. This Water must still be treated and bottled for use. If a Character works the Rain Collectors as a Job they may produce D3+3 drinks worth of Purified Water instead of the normal D3+1.

STABLE

For each Stable built into a Refuge a Leader my recruit up to two Horses. If the Stable is ever destroyed or lost the Horses will need to be set free and must be removed from the Group Roster.

WOOD-BURNING STOVE

An efficient cast-iron stove can produce enough heat to cook on and heat a well-insulated home with far less fuel than running a generator for electric heat or trying to use decorative fire-places that send most of their heat up the chimney. A Refuge equipped with a Wood-Burning Stove counts each Fuel expended as heating two Rooms.

NEW REFUGES

NEW REFUGE TABLE

Refuge Type	Max Group Size	Empty Spaces	Built-In Perks
Bar	8	3	Fortified Windows, Cold Cellar
Cabin in the Woods (Remote)	5	3	Wood-Burning Stove
Outdoor Campsite (Remote, Exposed)	12	10	None
Sports Arena	12	6	Infirmary, Solid Structure

Also, the following existing Refuge entry should replace the one from the *Last Days: Zombie Apocalypse* rulebook:

Refuge Type	Max Group Size	Empty Spaces	Built-In Perks
The Farm House (Remote)	8	5	Fenced-Off Garden OR Stable (Choose One), Cold Cellar

REFUGE TRAITS

Some Refuges have additional traits not covered by their physical Perks. These can be both positive and negative but usually have more to do with their location than their physical structure.

REMOTE

A Remote Refuge is far off the beaten path and usually not prone to the attentions of zombies or other Groups simply because it is physically more distant from what was previously more inhabited areas. Remote Refuges gain a permanent +1 to all Zombie Attack rolls due to their out-of-the-way nature.

EXPOSED

This Refuge is exposed to the elements and most have shelter built into it for the Characters to survive. While it provides an ample amount of space and lots of room for the Group it will be hard to keep warm in the Winter and new Perks built into it will need extra supplies expended to cover and make solid (tarps, tents, etc). Any Perk built into this refuge will cost an additional +5 Scavenge Points to build.

RARE EQUIPMENT

Every Leader has a story as to how they came to be in charge of a Group of survivors. This tale is likely an adventure that has led to them coming upon some valuable items even before the formation of their current enclave and may have even had something to do with what attracted their followers in the first place.

Each Leader may purchase one Rare piece of equipment upon the initial formation of the Group. This item must be equipped to them if such is possible and may not be given away. If it is not something that is equipped to a particular model (like a vehicle) then they must begin each game mounted on it. Pay the Scavenge Point Cost indicated and add the equipment to your Roster.

RARE EQUIPMENT TABLE		
Equipment	**Type**	**Scavenge Cost**
Bicycle (see page 29)	Misc.	10
Chainsaw (*Last Days* rulebook)	CQC	12
Combat Shotgun (*Last Days* rulebook)	Shotgun	12
Flare Pistol (see page 36)	Pistol	5
Motorcycle (see page 33)	Misc.	20
Tactical Vest (*Last Days* rulebook)	Misc.	15

SKILLS

SHORT CONTROLLED BURSTS

This Skill should appear in the *Last Days: Zombie Apocalypse* rulebook but was omitted in error. This Character's judicious use of Ammunition and counting their shots means they run out of ammo less frequently at inopportune times. Subtract -1 from the dice roll for all Ammo Tests this Character makes.

SOLO AND COOPERATIVE PLAY

Adding this feature to *Last Days* has been a popular request. While the vast majority of missions can easily be adapted to solo gameplay, cooperative missions, by their very nature, tend to be initiated because some circumstance so dire has arisen that two vying communities are able to put past grudges and differences aside for some common good. The following rules will allow players to play any of the *Seasons* or *Last Days: Zombie Apocalypse* missions solo. Adding the option of some random occurrences will also make the game-play a bit more exciting when playing solo and I encourage players to come up with their own as well. The cooperative scenarios can be used if both players agree to set up a cooperative game as either part of their Campaign or as a one-off Encounter. The changes to the core rules will be listed in each section.

SOLO PLAY

The core mechanics of *Last Days* do not need much adaptation to solo play. What changes that do exist are there to allow for the greater emergence of personalities from within your Group and to give you an additional challenge to manage when playing solo. Zombies are dumb, so having the Characters become a bit rowdier helps increase the challenge level.

The one thing to consider when playing *Last Days* solo is that you will need **significantlyw** more zombies on the table from the beginning as they will form the primary threat to the Group. 30–40 will likely be incoming as the Group advances in Level.

When adapting any Scenario to solo play simply add the following to each relevant section:

SET-UP

The following to be added to the beginning of the Set-Up Section: "In any mission requiring an Attacker or Defender, the player should choose their role prior to Setting up the table. In all cases that refer to the role not being assumed but the solo player, assume this will be replaced by zombies. In the Home Defence mission, the player should always be the Attacker. (At the end of the Set-Up instructions) "Once all the primary set-up is complete, deploy a number of zombies equal to the total Group Level of the Characters being deployed to play this Encounter in the opposite deployment zone to the player."

PHASE CHANGES

The following changes to the structure of the turn apply to any Missions being played Solo:

THE ACTION PHASE

Do not roll for Initiative. There is no Aggressor or Defender. The player may activate the Characters in their Group in any order they see fit.

THE SHOOTING PHASE

When not imminently threatened by another Group, the Characters will tend to revert to their baser motivations when being threatened by the Undead. When called upon to Shoot, they must prioritize zombies based on their Keyword. If armed with a Ranged Weapon, Characters **must** shoot in the Shooting Phase unless their Keyword rules below state otherwise and **must** fire up to their full Rate of Fire with one weapon if able (player's choice).

Selfish Characters

They must target and shoot the nearest zombie to themselves. If Rate of Fire kills this first zombie, they must continue to target the next closest until they stop firing.

Selfless Characters

They may target and shoot any zombie in Line of Sight **unless** there is a zombie closer to another Character in the Group and in Line of Sight. In which case they will attempt to aid that Character instead. They may only target a different Zombie when all Characters in their Line of Sight have zombies further from them than they do themselves.

Trained Characters

These Characters may freely choose their targets. In addition, Trained Characters are **not** required to shoot in the Shooting Phase unless you wish them to.

Neutral Characters

These Characters may freely choose their targets.

THE CQC PHASE

Much like with Shooting, Characters tend to act based on their personal biases when threatened by the undead. Characters **must** attack in the CQC phase unless their Keyword rules below state otherwise. These rules only apply to engaged in contact Characters. They do not affect the Action Phase and do not require you to move into Contact with zombies in any particular way (although it would be very in-character for you to play that way!).

Selfish Characters

They must attack zombies only engaging themselves before attacking zombies also engaging another Character.

Selfless Characters

They must attack zombies also engaging another Character before attacking zombies only engaging themselves.

Trained Characters
May attack freely without restriction. May also choose **not** to attack if it suits them.
Neutral Characters
May attack freely without restriction.

THE END PHASE

Wild events can take place when large groups of the Undead muster in a single area. Keep track of the Turn Number in Solo Games. After checking for Breaking Point for your Group, roll 1D6 and add the current turn number while consulting the End Phase Event Table. The lower the score, the more things continue as normal. The higher the score, the more agitated the zombies become and the more likely it is that something out of the usual happens.

END PHASE EVENT TABLE

1D6 + Current Turn	Event
2–5	All Quiet: The Dead continue their march towards you but nothing untoward takes place.
6	Changing Weather: If playing a Solo Game as part of a *Seasons* Campaign, roll to generate a new Weather condition, re-rolling if you generate the same result as is currently in effect. If not using Weather conditions treat this as a roll of 7.
7	Car-Alarm Chain! If there are any Vehicles on the table within 2" of a zombie, they immediately have their alarms go off as detailed in the *Last Days* rulebook. If not, treat this as a roll of 8.
8	That body is Moving! Randomly select one unsecured Supply Token on the table. Place a zombie in contact with it. That Supply Token will move from now on with the zombie and will not be dropped until it is destroyed. If there are no unsecured Supply Tokens, treat this as a roll of 9 instead.
9	Breakout! A group of previously undetected Zombies emerge from a man-made structure on the table. Randomly select one building or similar structure on the board (unexplored room, etc). Place 2D3 zombies as close as possible to the entrance nearest the centre of the table. If there are no man-made or other appropriate structures on the table, threat this as a roll of 10.
10	Horde inbound! For the remainder of the game, 1D3 zombies arrive whenever drawn to the table by Noise in the Menace Phase instead of just 1. If this result has already been rolled, treat this as a roll of 9 instead, but place the zombies in the centre of a random table edge instead (use a D4).
11+	Blind Panic! The Character closest to a Battle Field edge must make a TN10 Courage test or immediately make a Run move to the edge of the board, leaving if possible. They must pay any cost to Break Contact before executing the run. If they do not make it off the board edge, they may not fire in the Shooting Phase or fight in the CQC Phase of the following turn, other than to defend themselves.

ENDING THE GAME

In addition to any normal rules for ending the Encounter, the Encounter will always end if the Group reaches their Breaking Point or all the Characters leave the table.

These rules should allow for players to be challenged while trying to manage their Characters through any mission. Some common sense may be required for using these rules on future Encounters, but you are encouraged to fudge them in order to make both the narrative you are creating make sense and for your own enjoyment.

COOPERATIVE PLAY

By nature, wargaming is a social activity. Getting together to tell a story is just as satisfying for some as competing head to head in massive tournaments. In the spirit of this, *Seasons* includes three Cooperative missions that can be played by anything from one to twenty players, depending upon the Levels of the Characters being used.

All Cooperative missions follow the same Special Rules from Solo Play (see page 66) with the exception of Set-Up, which will be detailed explicitly in each mission. Your Characters are not used to working as a group and once again will default to their own motivations when thrust into these extreme circumstances.

Each mission is designed for 20 Levels of Characters to participate. If playing with more than one player, simply divide 20 by the number of participants, rounding down. For example, if there are two players you would divide the 20 Levels by two, giving 10 Levels available to each player. This is the number of Effective Levels of Characters that each player will send to will participate in the Encounter. Any other Characters are assumed to remain at the Refuge and will not participate or earn XP this game. Any unused levels are lost (including to rounding). Players do **not** have to choose a Leader to participate in the mission. Instead, the temporary Cooperative Group Leader (mostly used for Breaking Point) will be chosen based on the following:

- Highest Level character in the Encounter.
- If two or more Characters are equally high level, the one on the table with the highest combined Courage and Intelligence will take charge.
- If two or more Characters have equally high level and courage and intelligence, randomize which is Leader for the encounter.

Beer

ENCOUNTER 1: FROM DUSK UNTIL DAWN

Trapped outside the refuge after dark is a situation that every survivor hopes desperately to avoid. Quickly securing a location, or finding the place with the best chance of defending against the undead (when you can't see them coming from far-away), often leads to small groups of runners and scavengers ending up in the same vaguely-secure location overnight. When this happens, it is quite common for past differences to be put aside and an uneasy alliance to be born. The Groups may go back to killing each other tomorrow, but simple survival dictates that for tonight they act as a team.

The inky blackness of a night causes its own challenge in more infested areas, so the survivors light bonfires around the perimeter to help them keep watch. Leaving the safety of the refuge to re-light them may not be possible, however, if they do go out, the area is crawling with zombies.

When the sun rises a clear route of escape will be clear. Until then, the survivors must pray that both their courage and their ammunition last until dawn.

SET-UP

The survivors are holed-up in what appears to be an old refuge, either abandoned or overrun by some previous Group. A building or set of barricades roughly 12"x12" should be set up in the centre of the board. Suitable apocalyptic terrain should be deployed around this refuge to represent the local environs.

Each player should 1D6 to determine who places the first Character. All Characters are deployed within the 12" x 12" confines of the abandoned refuge. Starting with the player that rolled the highest, take it in turns deploying a character in this area until all characters are deployed.

The players may then deploy 6 fire markers (1" circular tokens will do) on the battlefield. Each fire marker must be deployed within 8" of a different Table edge and not within 10" of each other.

Each player places a Scavenge Token on up to three characters they have deployed for the game. If they have not brought enough Characters any remaining may be deployed inside the perimeter of the abandoned refuge. These may be claimed at the end of the game by themselves or other players during the Barter at the end of the Encounter.

Finally, deploy 20 zombies, not within 2" of another zombie, distributed evenly around all four sides of the table (so 5 per side).

SPECIAL RULES

The night is almost pitch black. The survivors can hear the zombies approaching but can barely make out their outlines against the other debris surrounding their hideout. All shooting has its range restricted to 3". If, however, a zombie is within 6" of a lit fire, it can be targeted with shooting as normal.

The fires, however, do make for an additional threat as they can light zombies ablaze! If a zombie ever moves over a fire marker it catches alight. Place a suitable

token next to it to mark this fact. This does no discernible damage to the zombie but causes the zombie to **always** count as if it were within range of a fire for the purposes of shooting. It also gains +2 to all Damage rolls in CQC until it is destroyed as it is considerably more dangerous when ablaze!

In each End phase, roll 1D6 for each lit fire still on the table. On the roll of a 1 it is extinguished. Remove it from play.

Finally, in each End phase, place 1D6 additional zombies on each table edge, starting with the middle and not within 2" of a zombie previously placed as more of the Undead arrive on the table.

The Characters will not test for Breaking Point in this Encounter and may not leave the table.

ENDING THE GAME

There is no clear way to escape visible to the Characters until Dawn breaks. The Encounter automatically lasts 8 turns at which point dawn breaks and any Characters not out-of-action spot the route that will get them away from the horde of undead and take their chance to run. The Encounter is over after the End Phase of the 8th turn.

When the Encounter ends, roll for Injuries for any Characters out-of-action and determine Experience as normal.

Each player may keep any Scavenge Tokens that their Characters were carrying at the end of the game. Any Scavenge Tokens dropped on the table will be distributed evenly amongst all players, provided they had at least one Character still not Out of Action at the end of the game. Begin with the player who has the most Effective Levels of Characters still on the board. Any odd Scavenge Tokens will go to the player with the most Levels of Characters still not Out of Action at the end of the game.

Finally, if any players did not receive at least 1 Scavenge Token they may roll 1D6 for each Selfless Character that was carrying a Scavenge Token at the end of the Encounter and not Out of Action that belonged to another player. On a roll of a 6+, that Character takes pity on their Group and gives their Supplies to the player that had none. The other player must give that Supply Token to the player who previously had none.

ENCOUNTER 2: NO ONE LEFT BEHIND

Huge hordes of the living-dead represent a constant hazard as they cannot really be dealt with by the Groups, only hidden from. With the denser population centres representing both the best chance at finding untouched supplies, but also with a greater zombie infestation, there is a good chance that roving scavengers will occasionally disturb a large enough group of the undead that they will break off from the teeming hordes roaming city streets and follow them back to the Group's Refuge.

The mix-matched group of Characters have been drawn to the cries of one such group of scavengers. Injured during their flight from the Horde, they convince the Characters that their Group's leader will reward them with valuable supplies if they can help escort them back to safe territory and navigate the ever-growing numbers of zombies flooding after them.

While none of the Group's present have the ability to help these survivors back to shelter alone, together they have a chance to bring them back claim the reward for their Groups.

SET-UP

The table should be set up to represent the outskirts of a densely populated area. City streets, abandoned cars, and buildings should make up the majority of the terrain.

After the terrain is placed, place a single Supply Token in the centre of the table. Randomly determine which edge of the table the Characters will deploy on. The opposite edge is the exit.

All the players should Roll-Off. Taking it in turns they may deploy their Characters within 1" of the entry edge and not within 3" of a Character already deployed.

Once all Characters are deployed, each player places one neutral Survivor in base to base contact with the Character of their choice. These neutral Characters use the Survivor profile from the *Last Days: Zombie Apocalypse* rulebook.

Finally, starting with the two corners opposite the players table edge, place 20 zombies, equally distributed between both sides, not within 3" of a zombie already placed so that they extend along the three neutral edges of the board.

SPECIAL RULES

The Survivors need to be escorted off the opposite side of the board by the Characters. They are exhausted, out of ammunition and burdened with the supplies they have retrieved from the city and will not fire weapons in the Shooting Phase and may only Defend in the CQC phase. They activate in the Menace Phase and will attempt to Move through Open Terrain, Move through Difficult Terrain, or Climb as quickly as possible to wards the nearest Character they can see or that makes Noise. They cannot Run or Interact. If there are no Characters

remaining on the table the, Survivors will succumb to despair and be devoured by the oncoming horde.

If a Survivor ever begins the Menace Phase within 2" of the exit edge of the board, remove it from the table as it exits.

In additional to any zombies summoned by Noise throughout the course of the Game, place D3 zombies in the centre of each neutral table edge (not the edge the Characters deployed on) at the start of each Menace Phase.

The edge of the board opposite the Characters' deployment zone is the only table edge which the Characters may safely exit.

Due to the desperate nature of the escape from the oncoming Horde, the allied Group does not need to test for Breaking Point during the End Phase.

ENDING THE GAME

The Encounter ends when all Characters and Survivors have exited the board via the escape route on the opposite edge of the table or are Out of Action.

The Leader of the lost Survivors will reward each player with one Supply Token for each Survivor that successfully exits the escape edge of the table, up to a maximum of four each.

ENCOUNTER 3: THE HUNTERS AND THE HUNTED

Not all survivors of the zombie apocalypse will settle down in a Refuge. Another strategy employed after the collapse of civilization was to keep moving. These convoys were almost like mobile Refuges themselves, with each Vehicle serving the purpose of the various rooms and perks in a single-structure Refuge. An ambulance might serve the purpose of an Infirmary while a school bus with the seats pulled out might be a mobile bunkhouse for a half-dozen people. An armoured car could be an Armoury and a mobile home... well it could be a mobile home!

Depending upon the nature of these convoys local enclaves of Survivors might find them useful allies for trading or getting news of the wider world. Unfortunately, some convoys (often known as 'vultures' or 'jackals') prey upon the local population, stealing from groups out scavenging when they are away from the fortified walls of their Refuge. These savage gangs will often go so far as to camouflage themselves as zombies or drape themselves in gut and offal covered ponchos to mask whatever it is that attracts the undead with the awful, disease laden horrors of decomposing flesh.

It can happen that several small groups out scavenging from various Groups find that a particularly rich area of salvage is now cut off because of these Hunters. Finding the supplies recently looted, they have fanned out and are looking for these supply runners. The Characters have little hope of fighting their way past unless they band together to take on these Hunters and do it quick enough that the fighting doesn't bring a world of zombies down on everyone's heads.

SET-UP

The table should be set up for the Encounter with a good amount of Line of Sight blocking terrain scattered throughout. Taking it in turns, each player should place one zombie per Character they control on the game table, within 12" of the centre of the table and not within 6" of another zombie.

The players should then Roll-Off, with the winner placing all their characters within 3" of any single board edge. Take it in turns with the next highest roller (Roll-Off ties) placing theirs until all have been deployed. Each player then deploys up to three Supply Tokens, each next to one of their Characters. They may choose to pick it up (or not) during the game.

Finally, you must deploy one Hunter model for each Character participating in the Encounter. They have fanned-out to try to find the survivors they are hunting and so have cast a wide net. As evenly as possible place a Hunter model first in each of the two corners of the board edge opposite to the Characters. Then continue deploying them back and forth on either side edge every 6" from the last Hunter, until all Hunters have been deployed.

SPECIAL RULES

Hunters use the profile for Survivors found in the *Last Days: Zombie Apocalypse* rulebook. They may be armed with up to two of any of the following; Shotgun, Revolver, Rifle, Knife, or Club. It is best to keep their equipment either uniform or WYSIWYG for the sake of clarity on the game table.

- Hunters will act in the Menace Phase in the same way as zombies with the following exceptions:
- Activate all Hunters before activating any zombies.
- Hunters will test for Noise and Ammo in the same way as Characters. Keep track of these with appropriate tokens during the turn.
- If a Hunter has an Out of Ammo Firearm when it is chosen to activate, it will first spend 2AP to reload it.
- If a Hunter is equipped with a Firearm and is within 12" and Line of Sight of a Character when it is chosen to activate, it will not move, it will instead become Locked and Loaded.
- If a Hunter does not have Line of Sight to a Character or is not equipped with a Ranged Weapon, it will move towards the nearest one it can see (or that made Noise), attempting to end its move in contact with the first Character they encounter. They always use the shortest possible route and may move through difficult terrain, Climb ladders, and Run if it enables them to do so.
- Hunters will always attempt to remain at least 3" away from any zombies at the end of their movement when called upon to act, moving, if possible, to do so instead of going Locked and Loaded or Engaging.

Zombies act normally in this Encounter but will ignore Hunters for the purposes of determining the nearest Character **unless** they are within 3" of one at the start of their activation as their camouflage fools their senses.

In the Action Phase, Hunters will expend their Locked and Loaded Token to fire upon the first character to activate in range and Line of Sight.

The Shooting Phase Hunters will all fire after the Characters do their shooting, prioritizing the easiest to hit target followed by the closest. They will never target zombies, even if there are no Characters in Line of Sight.

In the CQC Phase Hunters will strike after Characters but before zombies, starting with the Hunter closest to the opposite table edge to the Characters and working towards their deployment zone. In multiple combats they will prioritize the Character with the lowest Damage Capacity followed by the lowers CQC. In the case of a tie, Roll-Off. They will strike zombies only if they are the only thing engaging them.

Hunters are half-crazed and never test for Breaking Point.

ENDING THE GAME

The game ends when either all the Characters exit the opposite board edge from their deployment zone or the temporary Group fails their Breaking Point test.

If all surviving Characters exit the opposite side of the Board, their players may keep any Supply Tokens they were carrying when they left. If all the Hunters are eliminated and the Survivors exit the board edge, players may (optionally) roll 1D6 for each Character that exited the board not carrying a Supply Token, starting with Selfish Characters (Roll-Off if there are multiples of these), then Trained Characters, then Neutral Characters (not dogs), then Selfless Characters. On a 4, 5, or 6 they return to the area and retrieve one of the abandoned tokens. On a 1, however, they're attacked by roaming zombies and must make an Injury roll as if they had gone Out of Action during the game. Continue rolling for Characters until none remain or all the uncaptured Supply Tokens have been picked up.

Characters score Experience from killing Hunters as if they were rival Group members.

ACKNOWLEDGEMENTS

It's been just over a year since the *Last Days: Zombie Apocalypse* rulebook released and officially ten years since I wrote the original version of the game for my friends to play with our collections of zombie and survivor models. It's a bit hard to believe that in the past twelve months several thousand people began playing the game and are now posting about it and sharing their creations on YouTube, Facebook, and Twitter. I'm a bit blown away by the response obviously and this book is as much a thank you to all those amazing hobbyists as it is something I'd planned to create initially.

Of course, I need to thank the usual suspects like my wife Cass, lovely pair of kids Cash and Catena, and of course my Mum, Dad, and Sister for all their support and love.

I'm quite pleased with the way *Seasons* turned out and I think it adds some missing elements to the core game which add a bit more consequence to both your choice of Leader and Refuge and then, later on, how you manage your resources and approach Encounters. Survival can depend just as much on how much food you can scrounge during the time between Encounters and Groups may very well have heart-breaking struggles as time marches on. I love these little stories and I think they add to the overall flavour of the game as each post-game sequence becomes another chapter in the story of each Group, just as much as the rivalries and tribulations that make up the combat Encounters of the game.

I look forward to seeing how your own *Seasons* Campaigns progress and hope you'll join me in the various community groups and on social media to share them with the rest of us.

There is more in store, however, for the *Last Days*. I'd like to think that a lot of what exists between this book and the core rulebook is a pretty universal survival game. With that in mind it might be time to throw in new menaces and types of apocalypse or even new settings to spice things up and even to transport the game to other eras in Time.

As ever, we'll see where we get in the next year. Until then; thanks for playing this little game and I look forward to seeing what you come up with.

ASH

CAMPAIGN CHARACTER, AND GROUP AND REFUGE CARDS

CHARACTER ROSTER

Name								
Characteristics	AP	CQC	FA	S	E	DC	C	I
Character Type				Keyword				
Equipment								
Special Rules								
Skills								
Notes								
Level				Experience				

CHARACTER CONDITIONS							
Hunger		Health		Warmth		Thirst	
Hungry		Sick		Cold		Thirsty	
Starving		Bedridden		Freezing		Dehydrated	

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Starving		Bedridden		Freezing		Dehydrated	

GROUP AND REFUGE ROSTER

GROUP AND REFUGE			
Refuge Type		Empty Spaces	
Maximum Group Size		Scavenge Points	
Built-in Perks			
Perks			
Notes and Stashed Equipment			

SEASONS CAMPAIGN ROSTER

SEASONS CAMPAIGN ROSTER	
Group Name	**Leader Keyword**

Month	Season	Conditions Managed	Encounter Played	Extra Encounter?

CREDITS

ARTWORK
Arthur Asa

BUILDING KITS
Death Ray Designs, Black Site Studios

GAMING MATS
Urban Matz, Hot Dice Miniatures

MINIATURES
Hasslefree Miniatures, RAFM, Studio Miniatures, Slow Death Games

MINIATURE PAINTING
Ash Barker

PHOTOGRAPHY
Ash Barker

TERRAIN MODELLING AND PAINTING
Ash Barker, Adam Rogers, Austin Thompson, Joe Borawksi